M. O. M. MAY 1984

NEWSLETTER

MICRO OF MONMOUTH

VOL.3 ISSUE 5

MAY MEETINGS

MONDAY JUN 4
8:00 PM
MANALAPAN H.S.

UTILITY DEMO

GAME DEMO

BUSINESS DEMO

MONDAY JUN 18
8:00 PM
MANALAPAN H.S.

UTILITY DEMO

GAME DEMO

BUSINESS DEMO

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EDITORS PLEA

SEND ARTICLES TO:

Barry Joseph
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M.O.M.
Micro of Monmouth
The Newsletter of the Computer Club of Monmouth,Inc.

Barry Joseph
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The Computer Club of Monmouth is a non-profit organization of ATARI Computer Enthusiasts who share a common interest in exchanging information on the programming and operation of the ATARI microcomputer system. The club meets at the Manalapan High School at 8 o'clock on the 1st and 3rd Mondays of each month. The meeting dates are changed or cancelled when a holiday or foul weather causes the school to be closed.

Neither the M.O.M. newsletter or The Computer Club of Monmouth,Inc. is affiliated with ATARI,Inc., Warner Communications or any of their subsidiary companies. All use of the word "ATARI", their model numbers or the Fuji logo, on or between the pages of the M.O.M. newsletter are to be referenced as trademarks of ATARI,Inc.

The M.O.M. newsletter solicits from its members reviews, news, articles, orginial programs, classified ads, and any other material of interest for publication. Any material submitted for publication should be given to the editor at the meetings or have it mailed in.

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Classified ads are free to the members of The Computer Club of Monmouth, Inc.

ATARI COMPUTER ENTHUSIASTS

THE TAIL OF BETA LYRAE

Datamost Inc.
8943 Fullbright Ave.
Chatsworth, California 91311

Suggested retail $34.95
Memory required to run 48K

Reviewed by: Kenneth Kelly

Beta Lyrae is a twin star in the Milky Way Galaxy having a tail composed of gas and dust as well as small planetoids historically mined by colonists. Recently, several of these planetoids have been taken over by an alien race who has begun mining them. Your mission in "The Tail of Beta Lyrae" is to seek out and destroy all alian mining installations and defense positions ultimately, allowing you access to the facility housing the alien power generator. Once destroying this you have the opportunity to attack the remaining fleeing aliens before traveling to another planetoid for more of the same action. When first loading the program into the computer I must say I was both delighted and excited to see the graphics and listen to the music. This opening brings to mind the feelings I had the first time I saw the movie "Star Wars. The music, graphics and story line are superb. The opening scene, a "3-D" view of the city,just wets your appetite in anticipation of more. As I progressed to the options screen I felt I had control over just about anything I could imagine, six skill levels, up to four players (wings), and a choice of five or seven ships. Take seven! you'll need them. Obviously, all bases were covered and game design well thought out. The menu is, in my opinion, unsurpassed by any other game. As I made my choices the sweat was already beginning to form on my joystick. Eagerly and with determination (yet with prudence), I chose skill level 1, seven ships, one player and then press start...we're off!!! The first thing that drew my attention was the technical realism of the foward and reverse thrusters. Unfortunately, my first ship crashed into a mountain range. I simply chalked this first loss up to my own inexperience and with perseverance started my second mission. As I progressed through each geographic section of the game, a two fold guage located in the upper right section of the screen recorded my progress. Some several games and 50 ships later my all time best was only screen 2, the caverns. Frustration began to overcome me so I called in the heavy artillery, my son. For the next two days the game was his. I watched him attack with the same eager force I had. However, after several hours of play utilizing a youths reflexes I realized, that even at the most basic skill level, my son could only advance to the third screen. It was easy to see the same frustration in his eyes as had been in my own. After a short conference, both my son and I agreed that there were certain conditions that would manifest themselves early in the game

which were put there to destroy your ship. To top this, neither one of us attempted any other level or the lesser amount of ships. That was something we thought we would grow into eventually as the game became easier. In closing I wish all of my software games had the extensive menu options offered by "The Tail of Beta Lyrae" but not if I am left without the ability to seek my own level of ability and progress from there.

LIBRARY REPORT

by
Jim Krutzler

Many of our members had missed the April 30*th* meeting and I would like to bring them upto date on the topics discussed. First-off our tape librarian, Mike Carovillano, has also taken on the "Loaner Library". A new addition to this library, thanks to Mike and the people of Indus disk drive, is the manual for DOS XL. Mike will need your support to build-up this fine supplement to your club.

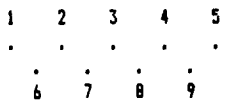
Another exciting addition will be a "Language Library". Bob Taylor will be heading-up this one. Basicly it doesn't deal in BASIC, but in the other fine languages for the Atari such as Pilot, LOGO, fig-FORTH, etc. All programs will be on disk so he'll be looking for some programs to add to it. I would to thank both Mike and Bob for their cooperation.

There have been three more disks added to the regular M.O.M. library. For those of you who enjoyed Jimmy Krutzler's fine Directory Edit demo, you will be able to find this utility on Disk #31. Carl Archer and Eric Curry have done a superb job with Disk #32 and Disk #33.

"Did they get my software?"

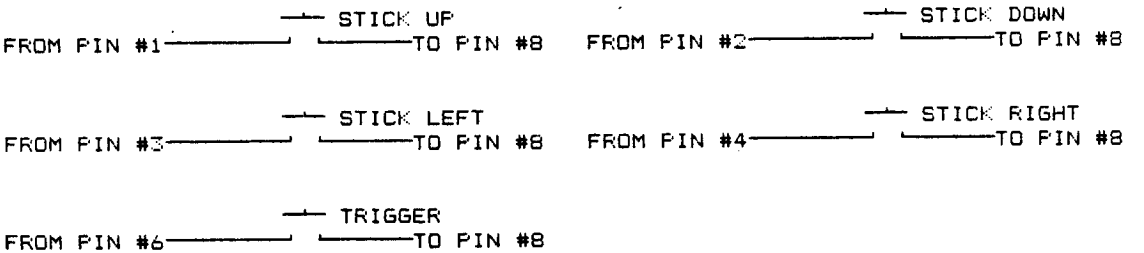
ATARI JOYSTICK PORT

BY Jimmy E. Krutzler

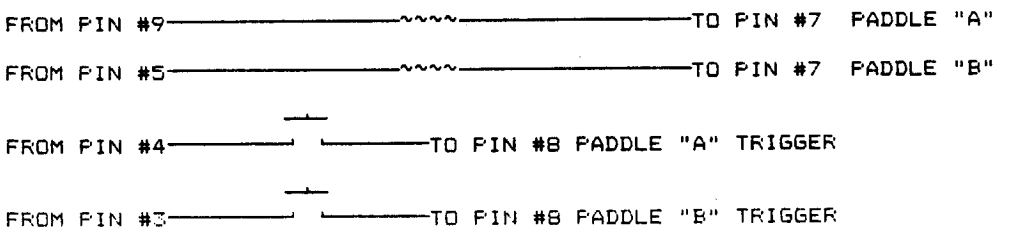


PIN #1 --- JOYSTICK UP
PIN #2 --- JOYSTICK DOWN
PIN #3 --- JOYSTICK LEFT
PIN #4 --- JOYSTICK RIGHT
PIN #5 --- B PADDLE
PIN #6 --- JOYSTICK TRIGGER
PIN #7 --- +5 VOLTS
PIN #8 --- GROUND
PIN #9 --- A PADDLE

THE WIRING OF AN ATARI JOYSTICK



THE WIRING OF AN ATARI PADDLE



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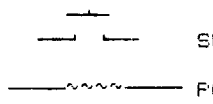

COSMIC TUNNELS

Datamost Inc.
8943 Fullbright Ave.
Chatsworth, California 91311

Suggested retail $34.95
Memory required to run 48K

Reviewed by Steven Krutzler

It's time to go out again and do battle with the space creatures. Only this time we have to seek out the four asteroids and capture the energy bars on each and bring them home through the COSMIC TUNNELS. COSMIC TUNNELS is a one player joystick - controlled game with great color graphics of fine, detailed, and well - animated figures. It provides fast action with a few surprises.

You are Captain Sticky trying to defend the planet Sirrel from photon missles. Your mission is to travel to the four asteroids to capture the energy bars, do battle with the Space Turkeys, Dynobots, Electric Lizards and Monstrous Munchers on the surface, destroy their missle launchers and bring home the energy bars.

There are four screens to each of the asteroids that are entered from tunnel gates on screen one.

Screen #1: You must take off from your launching pad and go into one of the four tunnel gates located at the top of the screen. You do this by pushing the joystick in the direction you wish to go in. You must also dodge falling meteors. If you hit one, your ship will turn red and you will lose some energy.

Screen #2: You are now in a 25 second space warp with enemy planes coming toward your ship. You destroy these planes by lining up your ship with the center of the screen, with the enemy plane in the middle. Push the joystick button and POW!, he is cosmic dust and you will hear an explosion. If he gets by you, he will rob you of some of your valuable energy and you will hear a high - pitched beep. When time is up, prepare for screen #3.

Screen #3: When you first appear, 4 missle launchers will be firing at you. The only way to escape is to thrust away from them. They will keep firing at you, but you are armed with photons. Push the button to fire at them, but if one of their bullets gets in the way it will destruct everything in its path. You do not have to destroy all four, but you can if you want to. The main goal in this screen is to land gently on the launching pad. Once you have done this, it is time for screen #4.

Screen #4: You have 3 lives in which to do battle with the space creatures and retrieve the four energy bars to your spaceship. The surprise will be on the launch pads marked with an X. After this, it's time for a return trip through the COSMIC TUNNELS and then home.

Screen #3: Give a blast to all the missile launchers using thrust and photons. Exit through the tunnel gate at the top of the screen.

Screen #2: Another 25 second space warp. Do the same as you did before, but just watch out for your energy level.

Screen #1: Make a soft landing on the pad where you began and you will recieve a couple of bonuses and start another mission.

In conclusion, I enjoyed the fast action of passing through the various screen displays. You can enter your initials next to your score at the end of the game in one of the ten slots. I like this feature in games because I can never remember what my high scores are. Although not mentioned in the documentation, there is a pause feature which is accessed by pressing the ESC key. Any other key restarts the action. COSMIC TUNNELS by DATAMOST, I recommend that you try it.

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D I A B O L O G I C

by Frank Dolinar

Metamagical Evolution
-- Complex Systems from Basic Blocks --

Have you ever noticed how things get out of hand? It isn't because we plan them that way, of course. We always start out with something simple. Then as we continue to work with whatever thing we're shaping, it somehow gets ... well, out of hand.

For example, a few days ago, I had decided that I needed a short little utility program that would take mailing list information out of one of my files and print it onto 3x5 rolodex cards.

Couldn't be simpler? Uh-huh.

It started out simply enough. Just select the name and address data, format it a little, and print it on the card. Don't forget the telephone numbers. If the name on the card is a company get the name of the contact person. Et cetera, et cetera, et cetera...

Suddenly, this program doesn't much resemble what I had originally intended. But I'll try it anyway.

Get one of the cards and roll it into the printer. Uh-oh, this is going to get old quickly. I'm not really interested in doing this 200 times. So I got out my handy NEBS catalog to find a set of "continuous rotary file cards". Just what I needed.

And when I mentioned this to Dawn, her comment stopped me cold. She said, "You always seem to have a way to complicate things." What could I say?

I began to think about the problem. The complexity arose out of a simple task. Why? How does complexity arise from things which appear at first to be so simple?

Programmers recognize that the most difficult computer programs always seem to grow out of the simplest human concepts. We've found ways of dealing with this complexity by breaking the problem down into smaller and smaller parts until we get to ones that can be dealt with one at a time.

Thanks to work done by Dijkstra, Hoare, Warnier, and others too numerous to mention, we know that it is possible to build very complex systems out of three basic structures: A simple sequence of instructions, conditionals, and loops.

It's possible to develop programs of any arbitrary complexity. But we design these programs. What about complexity arising in other areas?

If you look around a little, you'll rapidly discover the connections of many levels of complexity. Each level seems to be constructed of simple parts, until we examine the parts. Modern physics is a good example of this.

Physicists appear to be using the largest of laboratory tools, particle accelerators, to examine objects smaller than we can imagine, the elementary particles which are the building blocks of all matter.

About 1965, physicist Murray Gell-Mann suggested an elegant system, known as the Eightfold Way, for classifying a specific family of particles from the elementary particle zoo. The Eightfold Way also predicted the existence and character of the Omega-minus particle. When the discovery of the Omega-minus was confirmed, the worth of the Eightfold Way was proven.

Since then, physicists have built larger, more powerful accelerators and more elegant theories to examine even more basic (we think) building blocks, the quarks. We don't know how far this search will go. Each year brings further data, experiment, and theory.

Elementary particles are bound together to form more complex particles, which in turn form the atoms, the chemical elements of the periodic table. The interactions of these elements has produced all of the tangible objects in the known universe, including stars, planets, and even life.

Life. From the biologists point of view, life, in all its variety, is the most complex thing anywhere. But here again, if we look closer we find some basic building blocks. The most basic building blocks for life are the four amino acids which are used over and over to by the double-helix of deoxyribonucleic acid, the genetic code in the chromosomes of the cells of every plant or animal.

There is another form of "life", however. One which does not use amino acids or DNA, John Conway's interactive Game of Life. Like the other things discussed before, Conway's Life is based on very simple building blocks. The rules of the game.

The game is played on a grid (usually a computer's screen). Each position equals one cell. Each cell has eight neighbors. The player initiates the game by placing an X in each cell which is to be alive. The rules are:

1. If a cell has zero or one live neighbors, it will die on the next cycle because it is lonely;
2. If a cell has four or more live neighbors, it will die on the next cycle because it is overcrowded;
3. If a cell has two or three live neighbors, it will live on the next cycle because it has just enough support;
4. If an empty cell has exactly three live neighbors, a new live cell will be born on the next cycle.

The curious thing about the Game of Life is how easily the myriad forms and the complexity can be generated from these simple rules. Martin Gardner thinks that Conway s Game of Life may be much more than a game. It may mimic the effects of rules built into the structure of matter and these rules may have generated self-reproducing, moving automata in the primordial soup of amino acids before life existed on earth.

Everywhere we look, it seems that when we use certain kinds of very simple rules or have simple building blocks that can be used over and over, the natural outcome tends towards objects which have great diversity and complexity.

Information theory indicates that the building blocks can be as simple as the presence or absence of a single bit of data. With this simplest of building blocks, man has fashioned computers, at once the most simple and the most complex of his creations.

As we build more sophisticated computers, we may be approaching a threshhold where the computers (and their protean offspring) may be able to reproduce themselves. When that level is reached, humans may become obsolete.

So, at last, I will take exception to Dawn's remark. I didn't generate the complications in my program, they were already there, inherent in the problem I was trying to solve. It appears to be a fundamental truth of an evolving universe that complexity arises from the (apparently) most basic of forms.

Damn the entropy, full speed ahead!

Finally, a short bibliography of related, recommended reading:

Grammatical Man
Jeremy Campbell

The Phenomenon of Man
Pierre Teilhard de Chardin

The Dancing Wu Li Masters
Gary Zukav

The Game Players of Zen
M. A. Foster

Code of the Lifemaker
James P. Hogan

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COLLEGE BOARD SAT EXAM PREPARATION SERIES

Krell Software Corp.
1320 Stony Brook Road
Stony Brook, New York 11790
(516) 751-5139

Suggested retail $299.95

Reviewed by: Steve Marano

Among the most heavily advertised educational software products on the market today are the so-called SAT Preparation programs. The SAT (Scholastic Aptitude Test) is a standard multiple choice exam offered to high school students nationwide as a means for apraising their aptitude for college study. It has become a prerequisite for admission to most institutions.

The 'Cadillac' among SAT preparation programs available for the ATARI computer is Krell Software's COLLEGE BOARD SAT EXAM PREPARATION SERIES. Krell's package is quite formidable, both in quantity and price. It consists of 10 disks, fifty pages of documentation, and a guide to scholarship funds that is included as a bonus. The price of the package is $300, qualifying it as one of the costliest programs of any type available for the ATARI. One would expect a lot from any product commanding such a high price. Does Krell's package deliver? Read on to learn of one individual's opinion.

The 10 disks included in the package are crammed with questions and drills covering all test subjects on the SAT - math, vocabulary, word relationships, sentence completions, and the Test of Standard Written English (TSWE). The formats of the drills are nearly identical, and are best typified by the vocabulary section. The student can select from one of eight batteries of vocabulary tests, each containing 1000 questions, that are included on two of the disks. He or she specifies the number of questions to be answered. For each, a word is displayed at the top of the screen. The student must select from 5 possible alternatives the word that is most opposite in meaning. After the selection is keyed in, the computer displays the correct answer, and flashes the student's cumulative score on the screen. This immediate feedback is typical of all Krell drills.

Krell provides a so-called automatic learning feature for the vocabulary and math sections. Normally, questions on the two sections are displayed randomly - there is no established order of difficulty. When the learning feature is activated, the program supposedly analyzes the student's performance and tailors the questions to provide a continual challenge. The learning coefficients can be stored on disk for the student's future use. I believe this to be an excellent provision and assume that the feature works as claimed. However, I could not judge its effectiveness from the small samples that I tested.

This brief overview should provide you with an adequate understanding of the scope and structure of Krell's SAT program. The critical issue, of course, is whether the package provides sufficient value to justify its $300 pricetag. In my opinion, it does not. There were three criteria which I felt the program should satisfy in order to be judged worthy of recommendation. First, the program should provide tangible benefits - that is, a person who makes diligent use of the program should expect a reasonable improvement in his or her SAT score. Second, the program should be designed to present study material in an entertaining and effective manner. Third, the program should exploit the unique capabilities of the personal computer to provide sufficient advantage over less expensive alternative methods of study.

Krell's package failed to satisfy my expectations. I'd give it reasonably high marks on the first criterion. Krell claims that the average student making proper use of the program should realize a 70 point improvement in his or her combined math and verbal scores. Based upon my experiences with the package, this appears reasonable. I suspect, however, that conscientious use of any SAT study aid would provide a similar benefit.

I'd give the package mixed marks on the second criterion. On the plus side, the math and TSWE drills were well constructed and enjoyable to use. In addition to displaying the correct answer to each test question, the

computer provided a brief but thorough explanation of how the answer was derived and gave the student the option to select another question of the same type. On the negative side, I found the reading comprehension section to be nearly offensive in its implementation. Reading material was presented without use of the computer at all. Instead, the selections were typed on 8-1/2 by 11 paper (these comprised the bulk of the fifty pages of documentation). The computer was used simply to present questions pertinent to each selection. Use of the special graphics and windowing capabilities of the ATARI would have been far more effective.

It was in regard to the last criterion that I found Krell's SAT package to be most deficient. The software developers did not fully exploit the unique opportunities that the ATARI computer afforded them to create a personalized and flexible tutorial program for the student. For example, the program employed a rather crude performance measurement system - a simple raw score was displayed by which the student could guage his performance on each test section. No method or instructions were provided for relating the measurement to how one could expect to score on the actual SAT exam, nor was there any mechanism available for the user to analyze particular strengths and weaknesses within a given test section. In addition, there were no skill building features built into the program to help correct a student's particular deficiencies, once they were identified. Finally, except for the capability to store learning coefficients on disk, no facilities were available for keeping track of one's performance over time - i.e. test results could not be recorded on disk nor at the printer (indeed, no support for the printer was provided in the basic package).

Krell offers, at undisclosed additional cost, a records management and worksheet generator package that would appear to correct most of the deficiencies mentioned above. At $300, however, one would expect them to be included in the basic package.

For the above reasons, I cannot endorse Krell's COLLEGE BOARD SAT EXAM PREPARATION SERIES. Parents willing to spend $300 to improve their child's chances of scoring well on the SAT would be better off investing it in one of the many excellent SAT preparation courses available at public and private institutions throughout the area. The Stanley Kaplan Test Centers, for example, offer a SAT preparation course comparable in cost to Krell's software package, yet far more comprehensive in scope. The centers are located throughout the New York metropolitan area.

SELL—OR—SWAP

* * * * * * * * * * * * *

Barry Joseph EVE-536-1932 Atari MAILING LIST tape Used PRICE $5.00	Barry Joseph EVE-536-1932 APX FAMILY CASH FLOW NEW PRICE $15.00	Barry Joseph EVE- 536-1932 Atari 16k RAM NEW $25.00 (from AT400)	Barry Joseph EVE-536-1932 APX VIDEO MATH CARDS NEW PRICE $10.00
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Name_____ Phone_____ Date _____

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SELL_OR_SWAP

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B DUP          .SYS
C MENU
D TRON         .OBJ
E RUSSIAN      .RUL
F ATARI        .DEM
G MATCH        .GAM
H CHASE        .GAM
I TRIANGLE     .DEM
J FIREFITE     .GAM
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L JOYSTICK     .UTL
M DIREDIT      .UTL

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PRESS * FOR A NO MENU DISK

A DOS          .SYS     N MENU
B DUP          .SYS     O PIPEORGN.SND
C ECHOES       .SND     P AMERICA  .MUS
D ECHOES2      .SND     Q FASTKEY  .UTL
E BELLS        .SND     R STARS3D  .DEM
F NOISE        .UTL     S FARRAH   .DEM
G ALLSOUND     .DEM     T WALLS    .DEM
H ENDLESS      .DEM     U COLOR256 .DEM
I ENDLESS2     .DEM     V MICROLDR .UTL
J INBOARD      .SND     W ATARI400 .DEM
K TITLE                 X GTIA     .DEM
L MOM          .DAT     Y TUNNEL   .GAM
M AUTORUN      .SYS     Z TUNFNT   .DAT

By:Carl Archer          RETURN PAGE 2
and Eric Curry
                        A-C PROGRAMS
                        SELECTION?
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M.O.M. DISK MENU                    # 32
PRESS ? FOR MENU CHANGE

A DOS          .SYS     N SPACEMAN
B DUP          .SYS     O SPACEFNT .DAT
C TITLE                 P KINGFNT  .DAT
D MENU                  Q HELP
E AUTORUN      .SYS     R HELP     .DAT
F KINGSDOM              S MATH     .EDU
G CENTURIO     .N       T BANNERII .UTL
H BOXIN
I MLX          .UTL
J SWEEPUP
K SWEEPFNT     .DAT
L RULETTE
M HEARTS       .DEM

CARL ARCHER        ERIC CURRY   1984
000 FREE SECTORS        SELECTION?
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M.O.M. DISK # 33                    PAGE #2
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A BOXIN2
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C EFFECTS      .UTL
D RADICAL      .SND
E AXIS
F GRAFIX       .DEM

By:Carl Archer          RETURN PAGE 1
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123 FREE SECTORS        A-C PROGRAMS
                        SELECTION?
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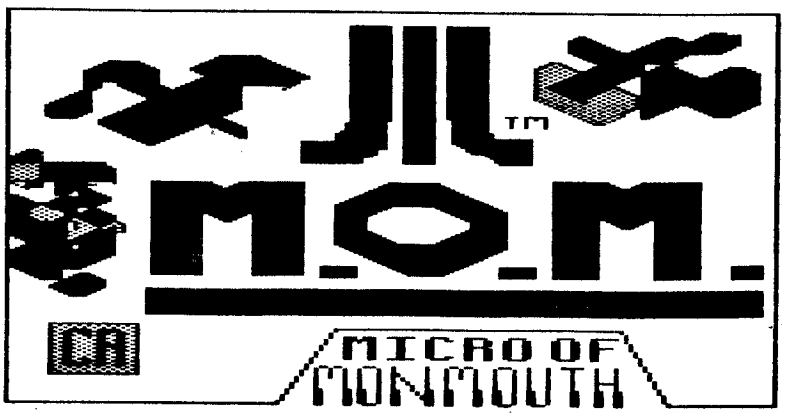

M.O.M. Disk Menus
Screen Dump to the GEMINI 10X Printer
by Jim Krutzler

Barry Joseph
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